

FIGURE 1

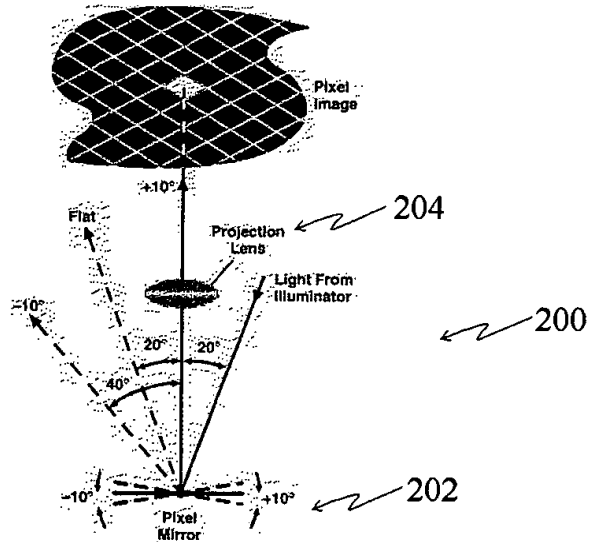


FIGURE 2

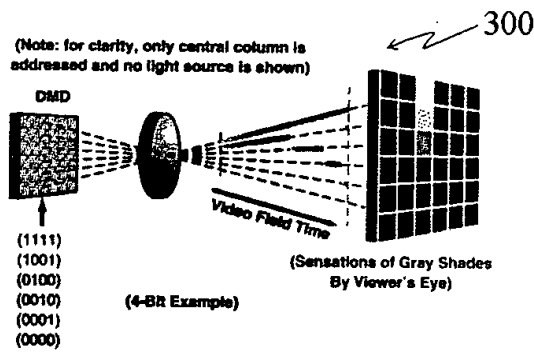


FIGURE 3

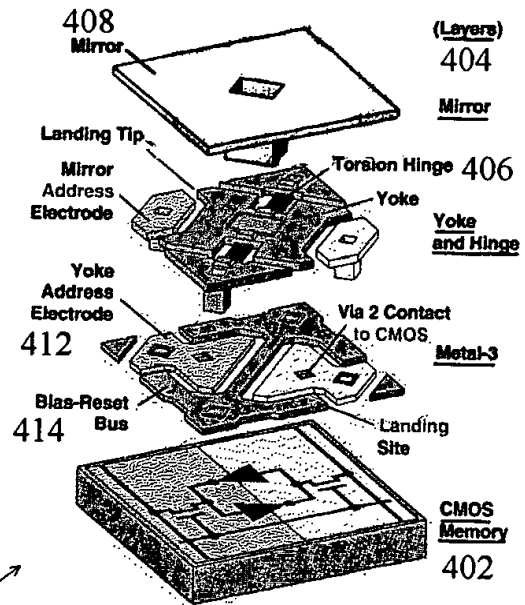


FIGURE 4

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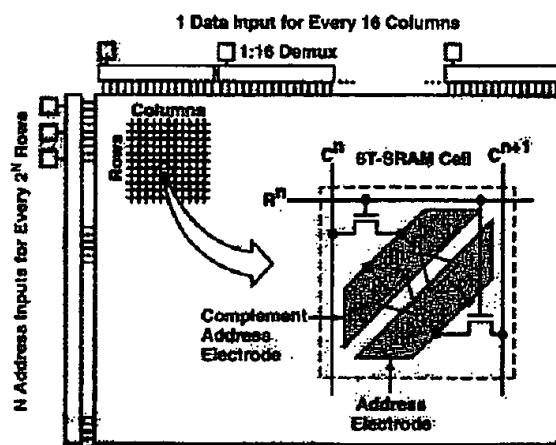


FIGURE 5

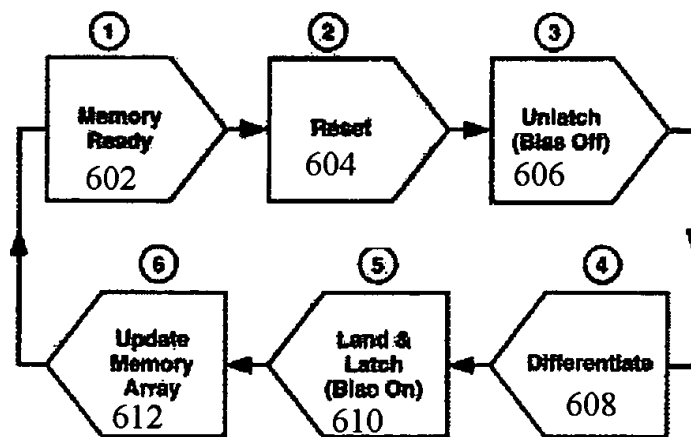


FIGURE 6

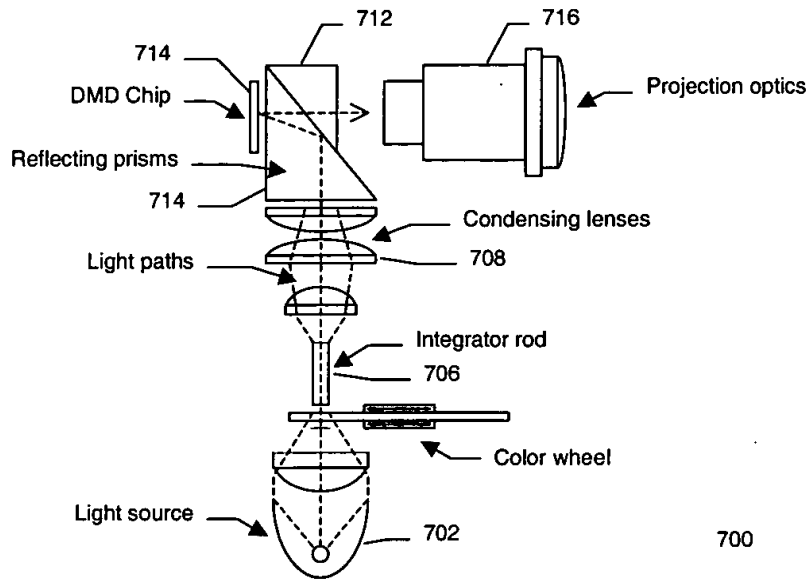


Figure 7

Single-Chip DMD Projection System - Example 1

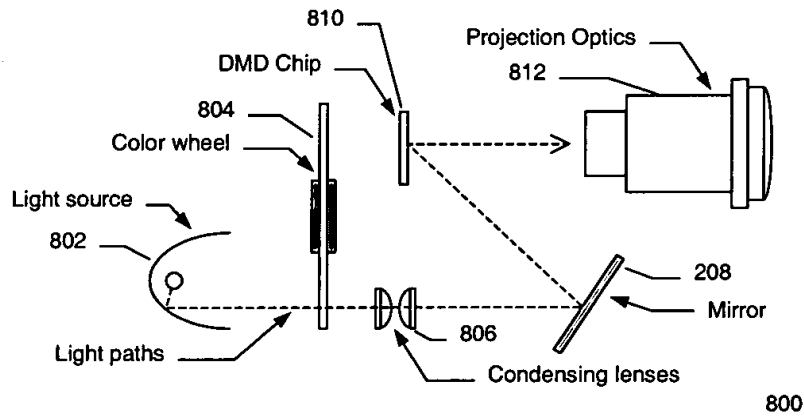


Figure 8

Single-Chip DMD Projection System - Example 2

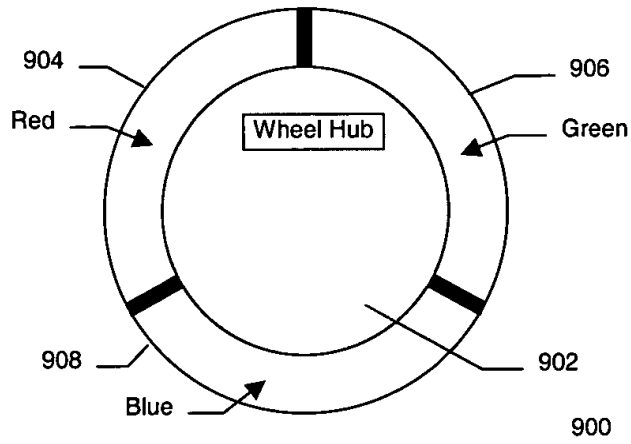


Figure 9

Three-Segment Color Wheel for Single Chip DMD Projection Systems

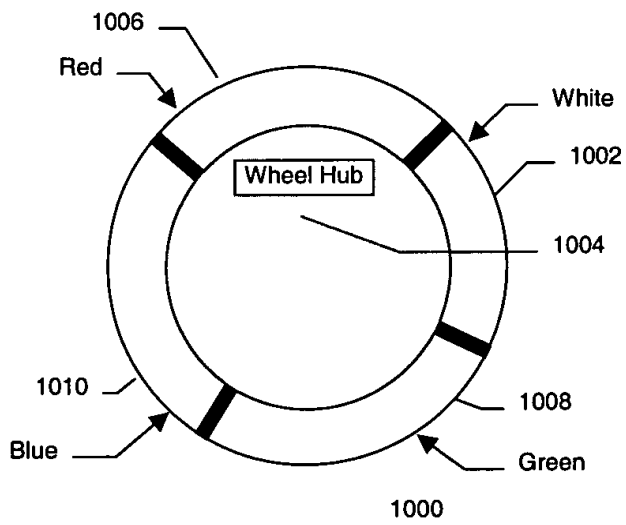


Figure 10

Four-Segment Color Wheel for Single Chip DMD Projection Systems

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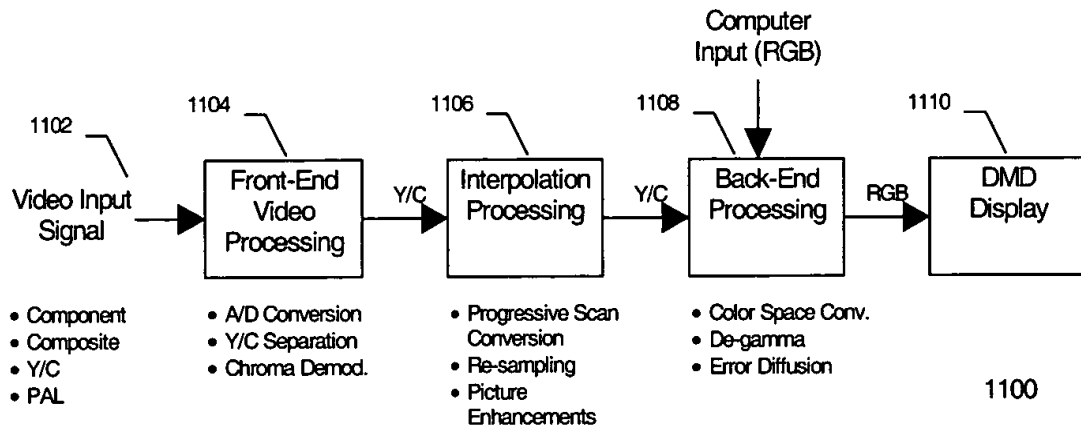


Figure 11

2D DMD Projector Video Processing Block Diagram for Single-Chip DLP Projector

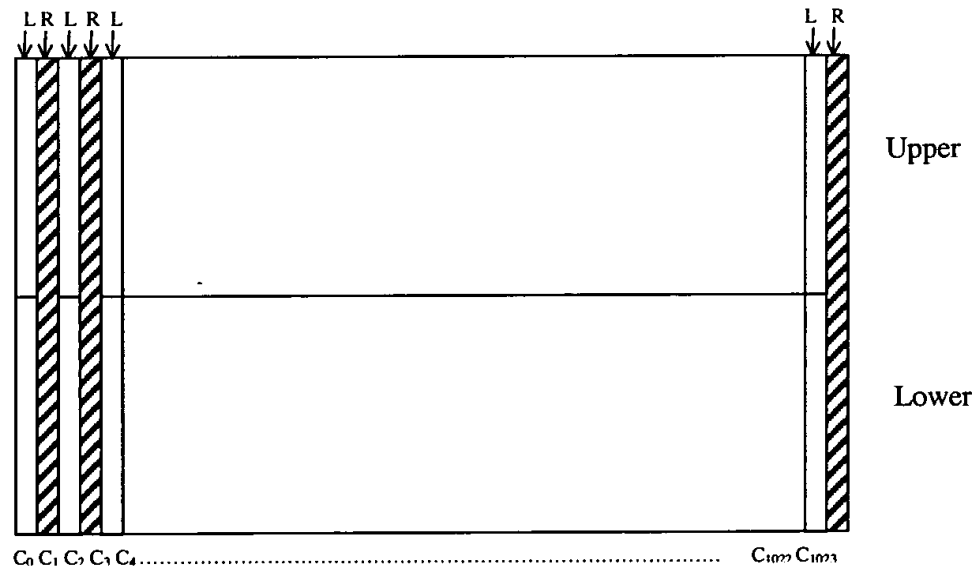


Figure 12

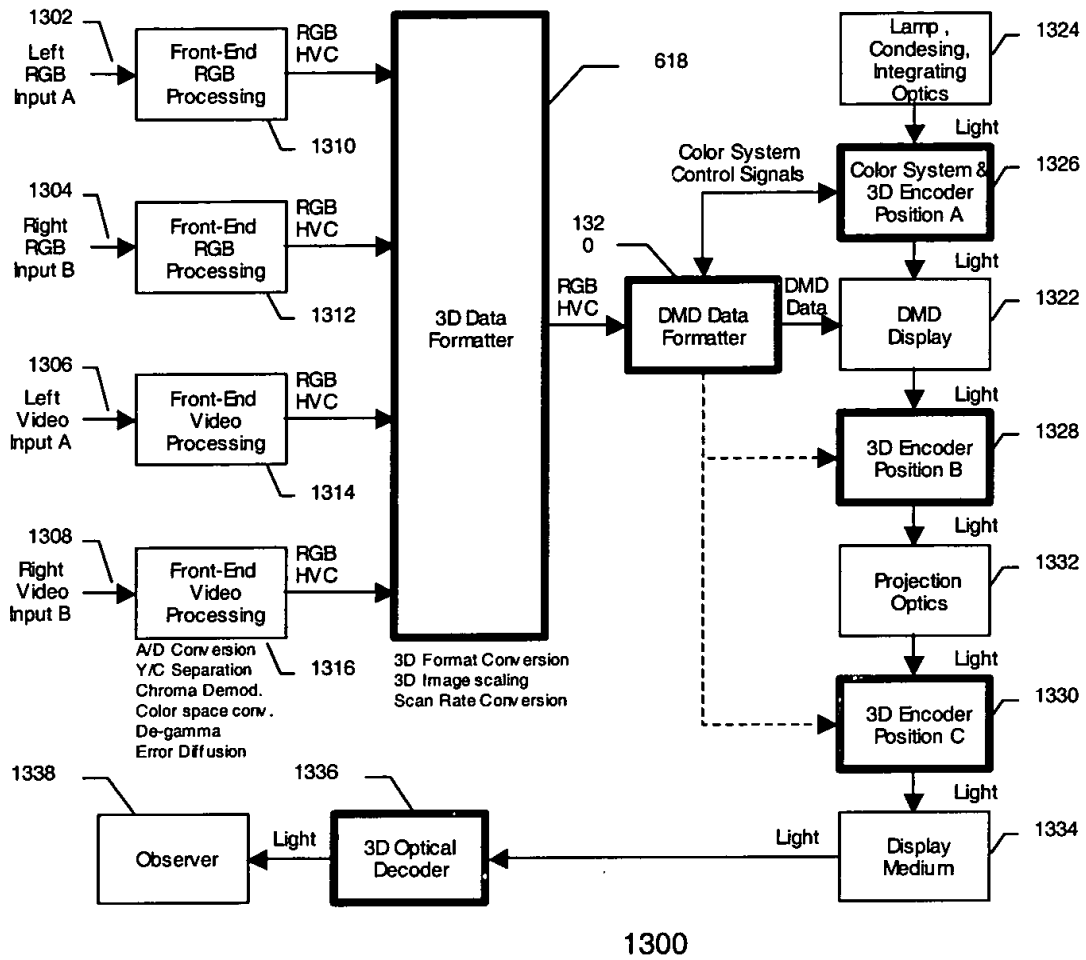


Figure 13

Signal Flow and Optics Block Diagram for DMD Based 3D Projection System

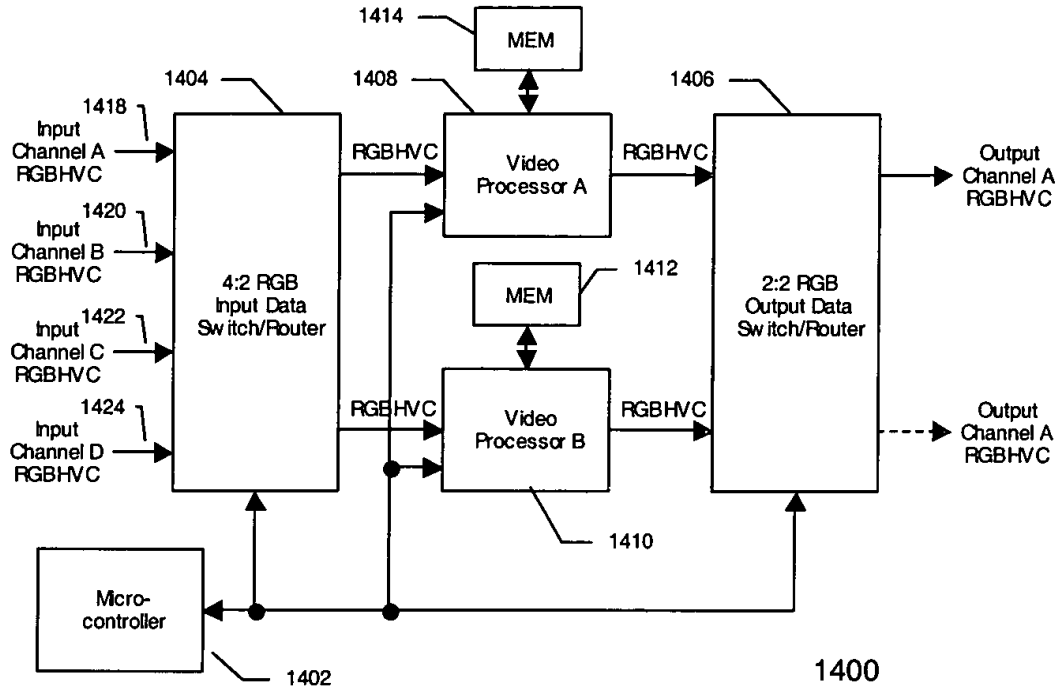


Figure 14
3D Data Formatter Block Diagram

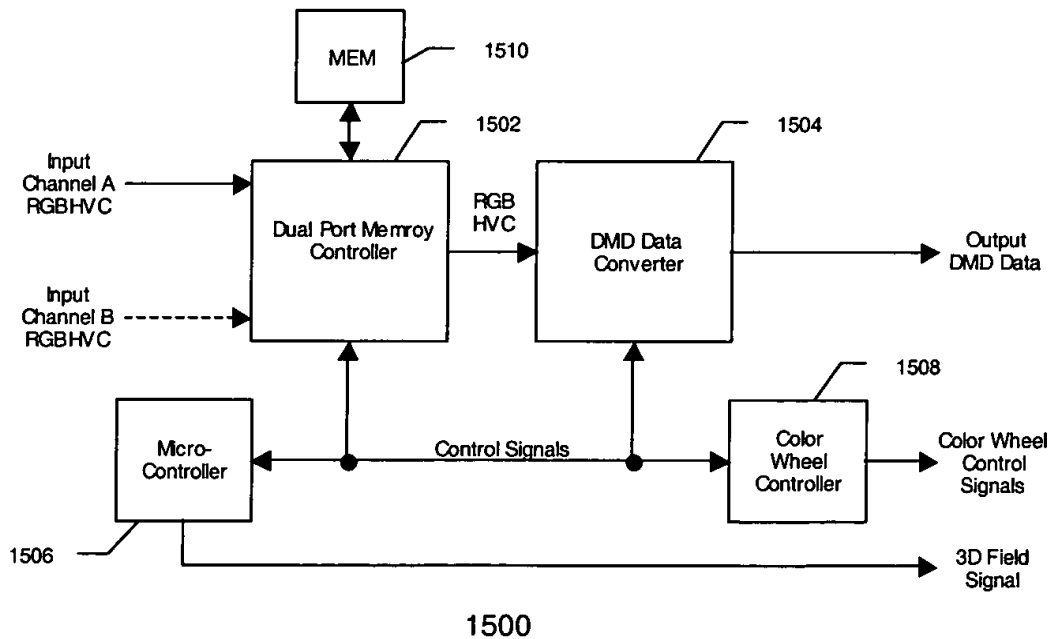


Figure 15
DMD Data Formatter Block Diagram

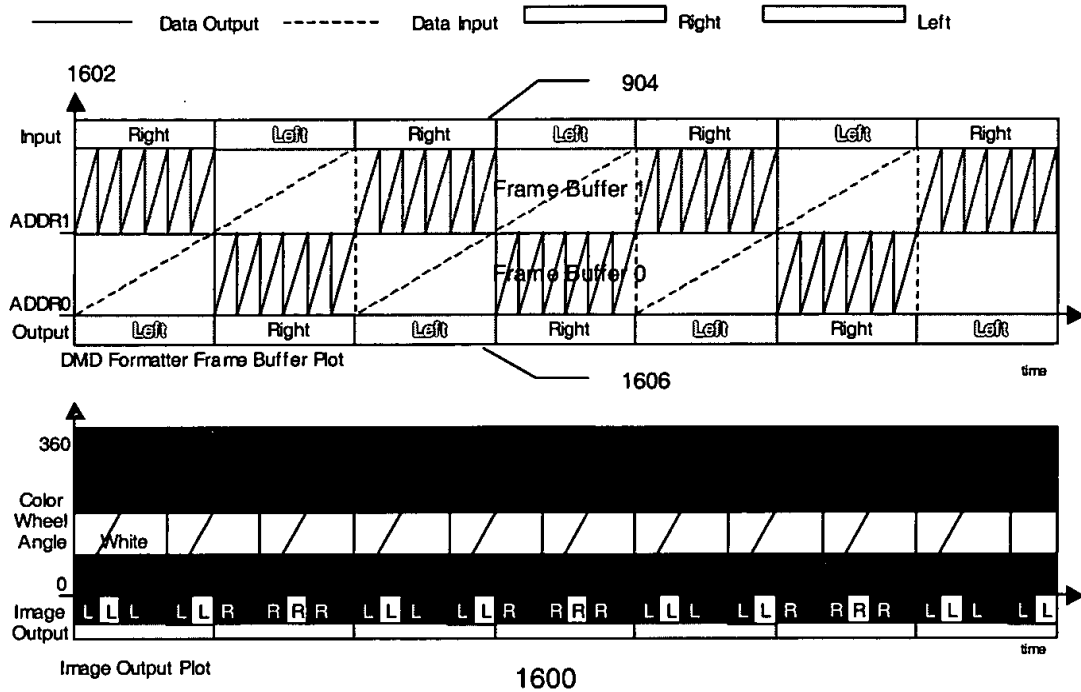


Figure 16

DMD Data Formatter Chart for Input Synchronized Frame Sequential 3D Input Using Four-Segment Color Wheel (Chart applies to 75Hz, 80Hz, and 85Hz input signals)

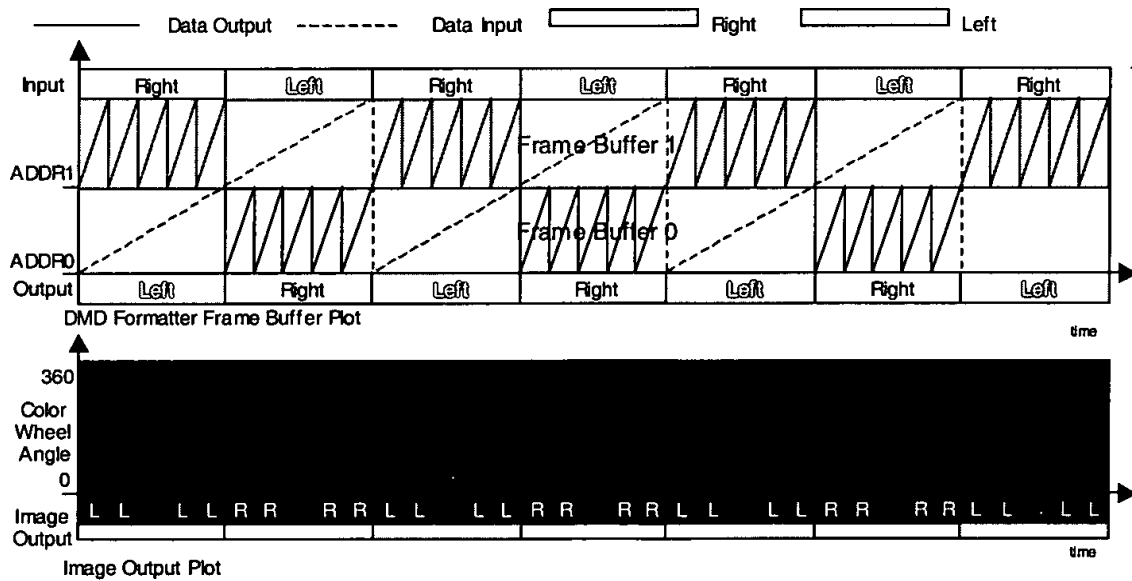


Figure 17

DMD Data Formatter Chart for Input Synchronized Frame Sequential 3D Input Using Three-Segment Color Wheel (Chart applies to 72Hz, 75Hz, and 80Hz input signals)

The top plot, "DMD Formatter Frame Buffer Plot," shows four frame buffers (0-3) over time. The input alternates between Right and Left channels. Solid lines represent data output from each buffer, and dashed lines represent data input. Buffers 0 and 2 are active during the first half-cycle, while buffers 1 and 3 are active during the second half-cycle.

The bottom plot, "Color Sequential Output for 6-Segment Color Wheel," shows the output sequence for 360 segments. The input is labeled "Input 360" and the output is labeled "Output". The output sequence consists of repeating color segments corresponding to the 360 input segments.

Input Synchronized Color Sequential 3D Using a Six-Segment Color Wheel and Quad Frame Buffer
(Chart applies to 72Hz, 75Hz, and 80Hz input signals)

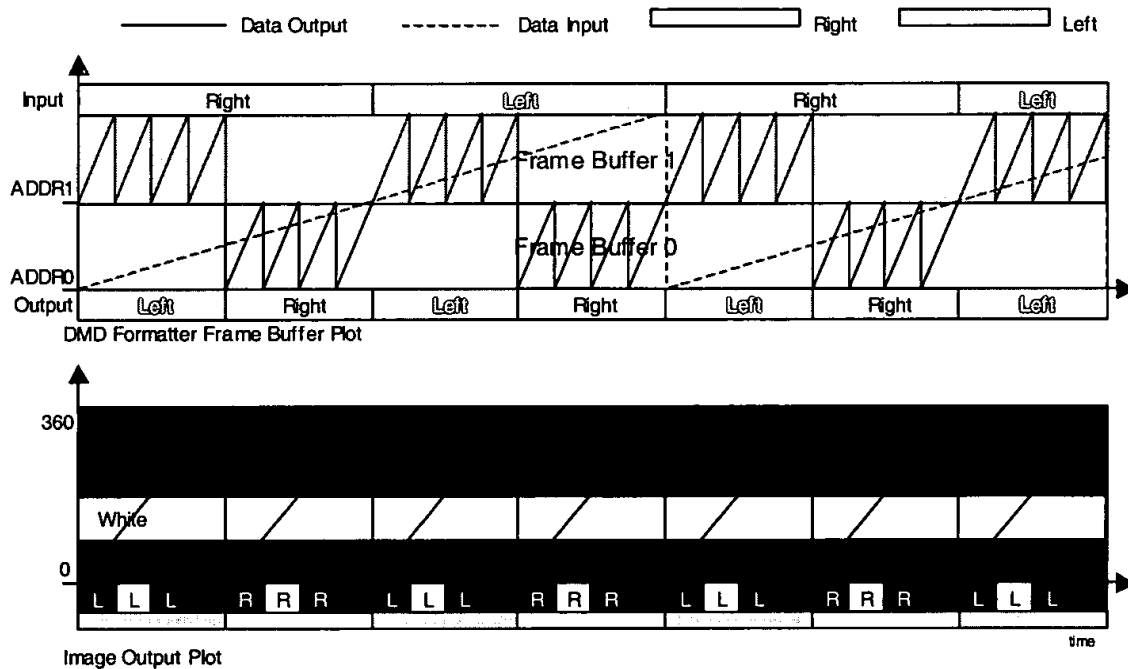


Figure 20

DMD Formatter Chart for Output Synchronized Frame Sequential 3D Format for 60Hz Input Using a Four-Segment Color Wheel

209T20" T065400T

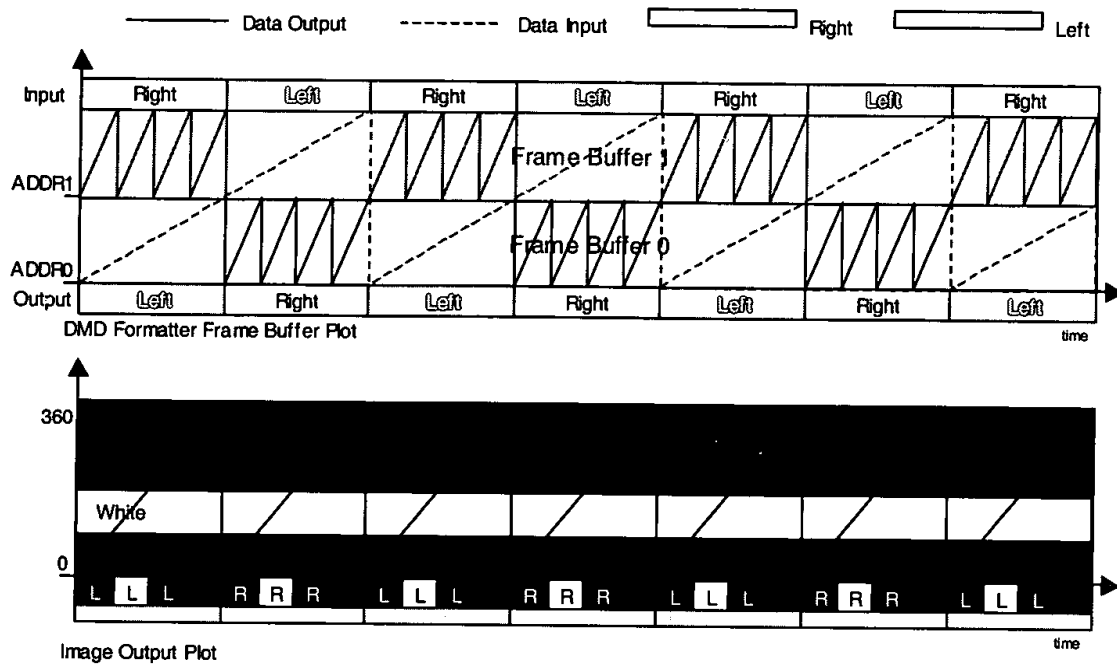


Figure 21

DMD Formatter Chart for Output Synchronized Frame Sequential 3D Format for 120Hz Input Using a Four-Segment Color Wheel

2007-07-16 10:45:01

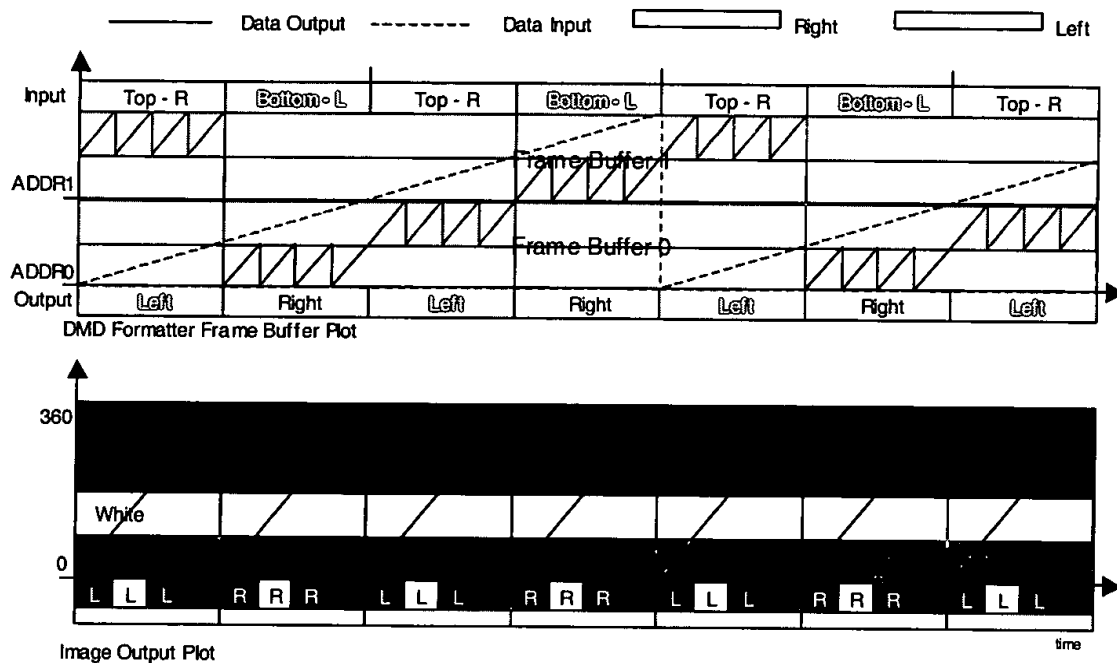


Figure 22

DMD Formatter Chart for Output Synchronized Frame-Sequential 3D Format for 60Hz Over-Under 3D Input using a Four-Segment Color Wheel

2004-5901-071602

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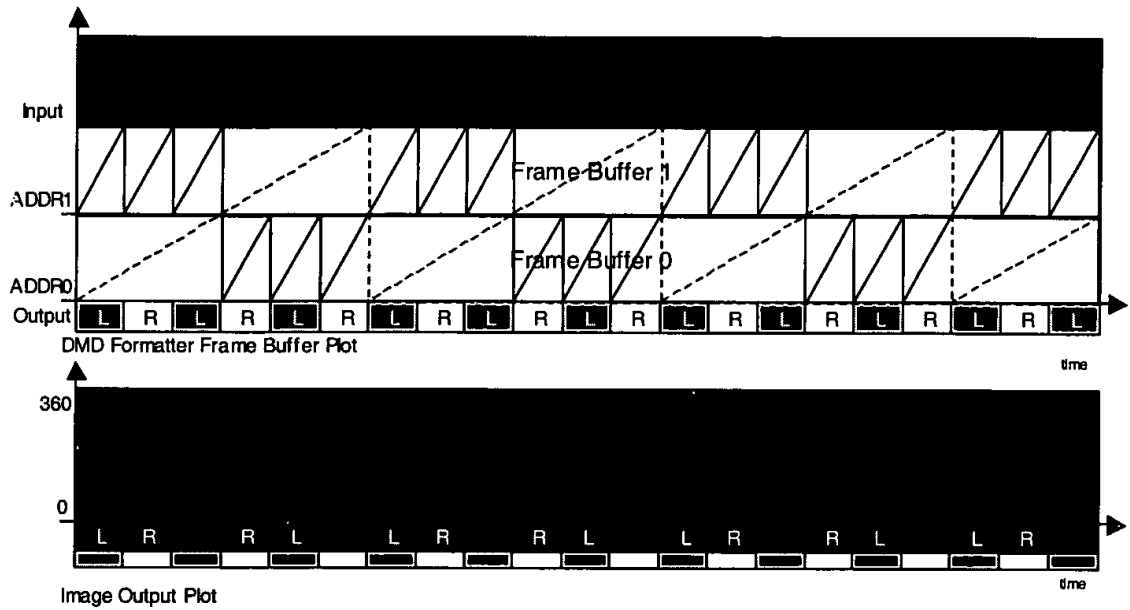


Figure 23

DMD Formatter Chart for Output Synchronized Color Sequential 3D Format for 120Hz Color-Sequential 3D Input, Using a Three-Segment Color Wheel

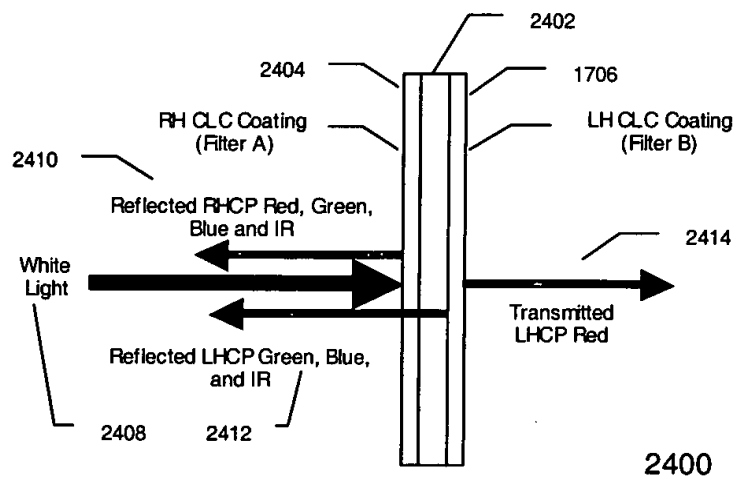
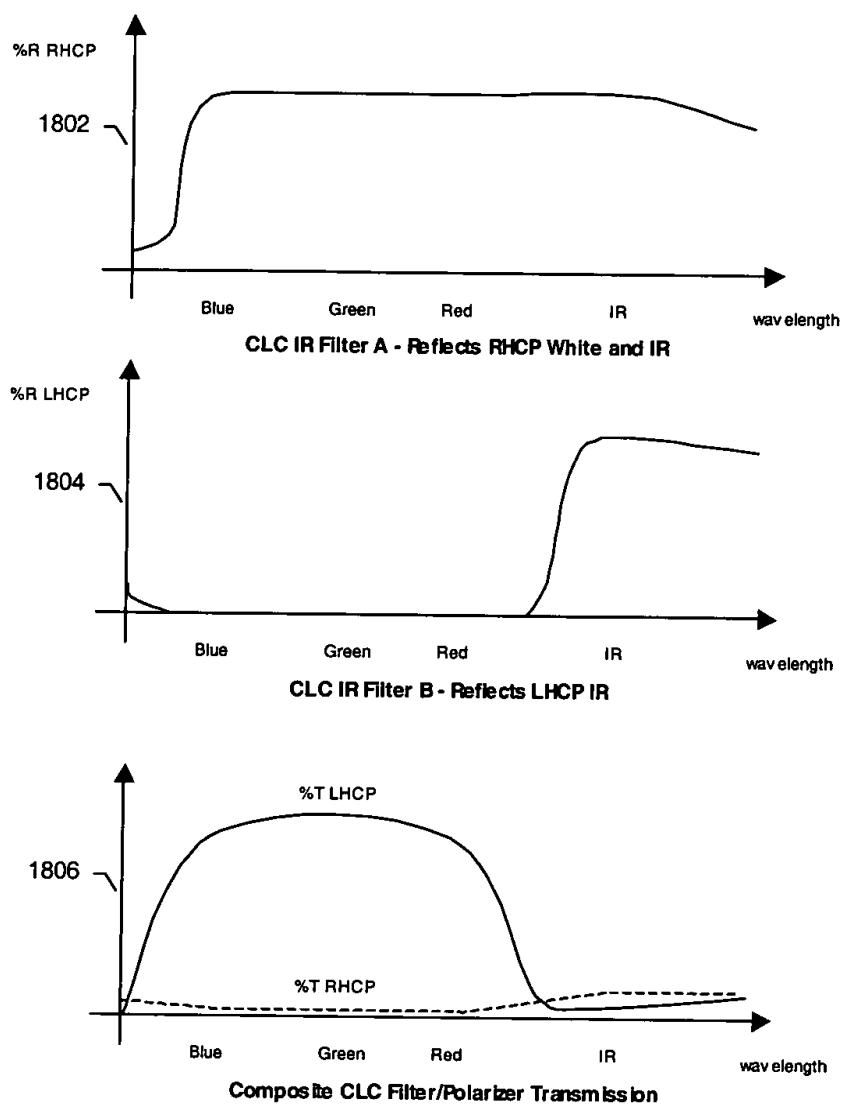


Figure 24

**Cholesteric Liquid Crystal Reflective Circular Polarizing Red Filter
(Similar for White, Green, or Blue)**

202407101502



1800

Figure 25

Spectral Response for CLC IR Filter/Circular Polarizer

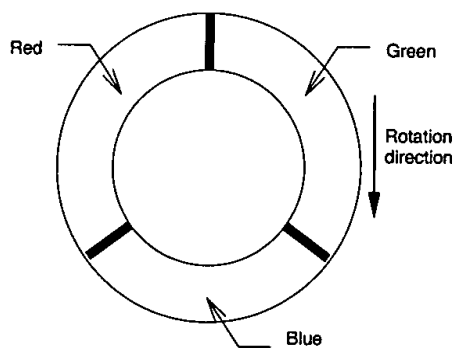


Figure 26

Three-Segment Color Wheel Type CW-A

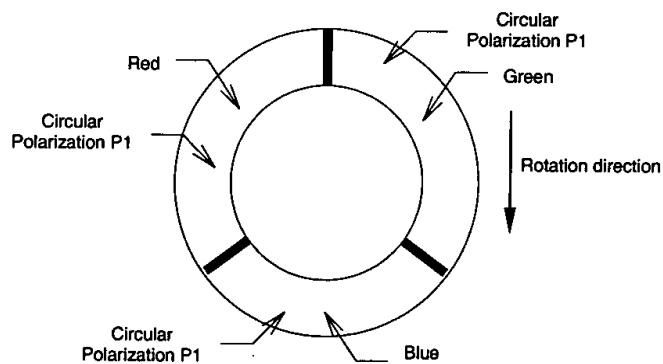


Figure 27

Three-Segment Color Wheel Type CW-B

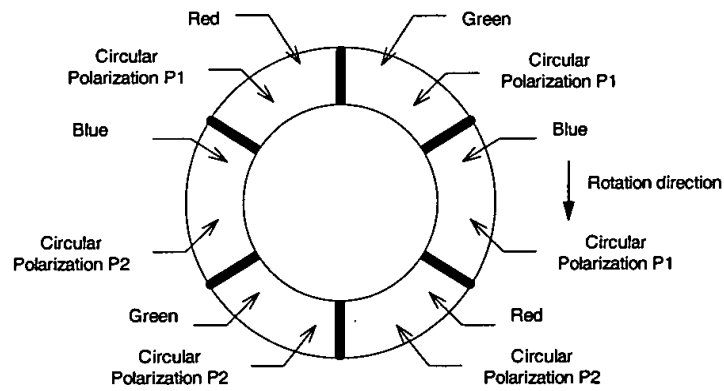


Figure 28

Six-Segment Color Wheel Type CW-C

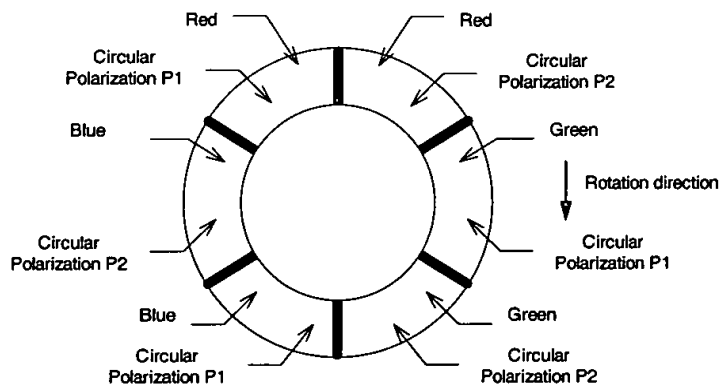


Figure 29

Six-Segment Color Wheel Type CW-D

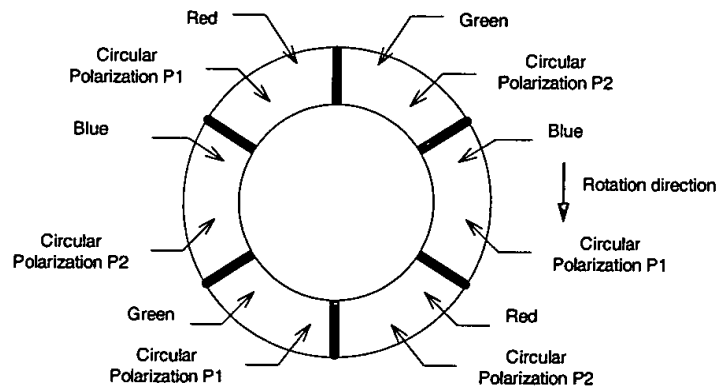


Figure 30

Six-Segment Color Wheel Type CW-E

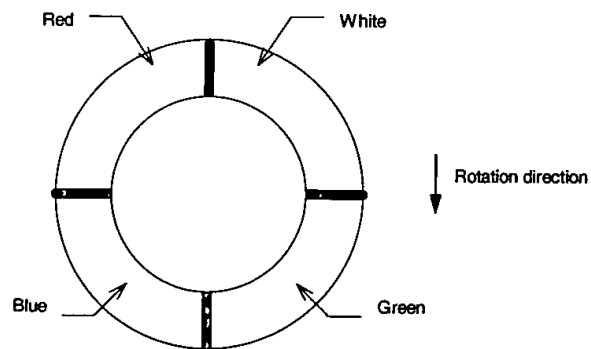


Figure 31

Four-Segment Color Wheel Type CW-F

20240710-01045001

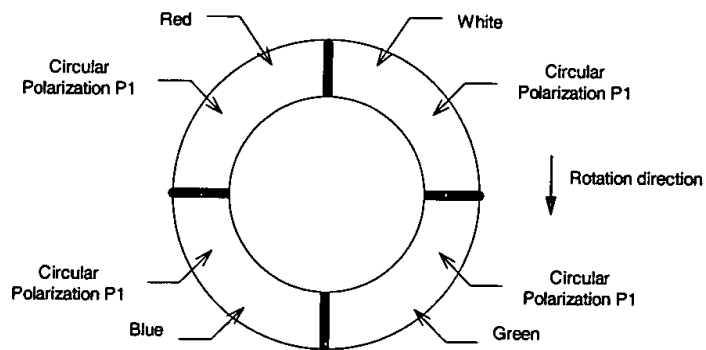


Figure 32

Four-Segment Color Wheel Type CW-G

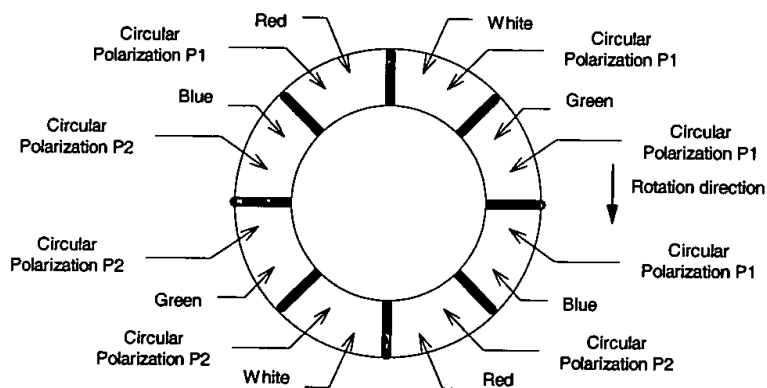


Figure 33

Eight-Segment Color Wheel Type CW-H

2024.07.16 10:54:00

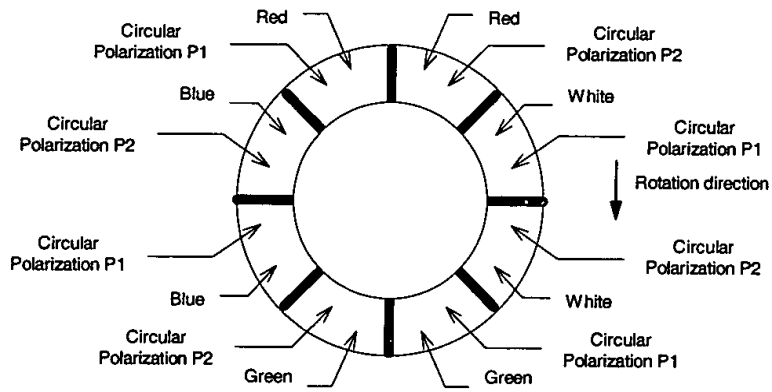


Figure 34

Eight-Segment Color Wheel Type CW-I

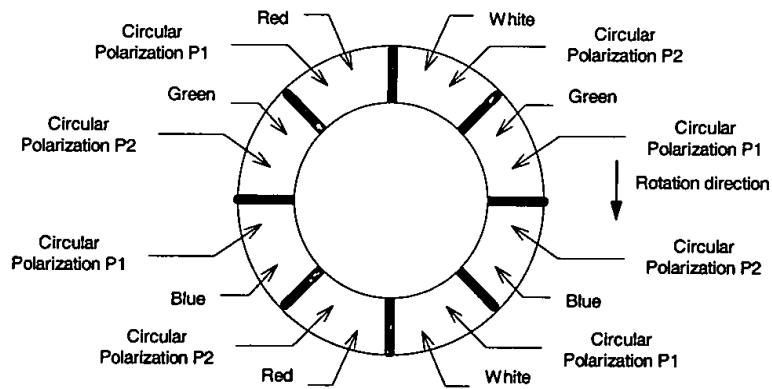


Figure 35

Eight-Segment Color Wheel Type CW-J

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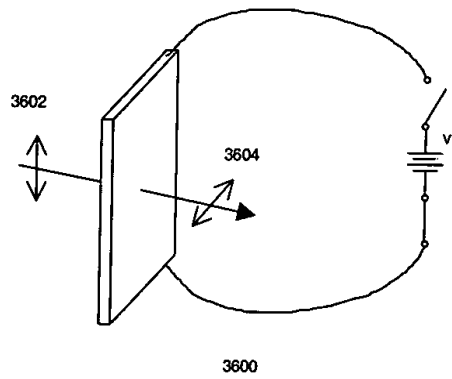


Figure 36

Liquid Crystal Rotator with no Applied Terminal Voltage

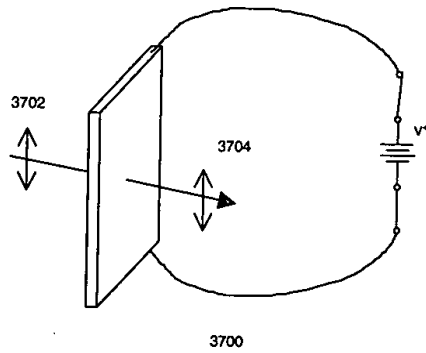


Figure 37

Liquid Crystal Rotator with Applied Terminal Voltage

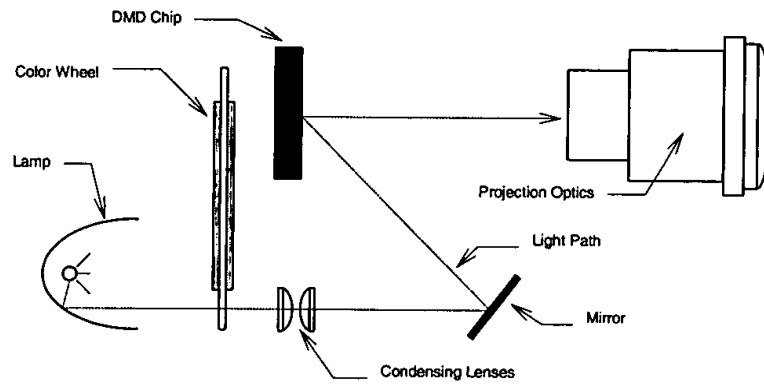


Figure 38

DMD Based Stereo 3D Projector, 3D Optical Configurations: A, B, H, I, K, M, N, S, U, W

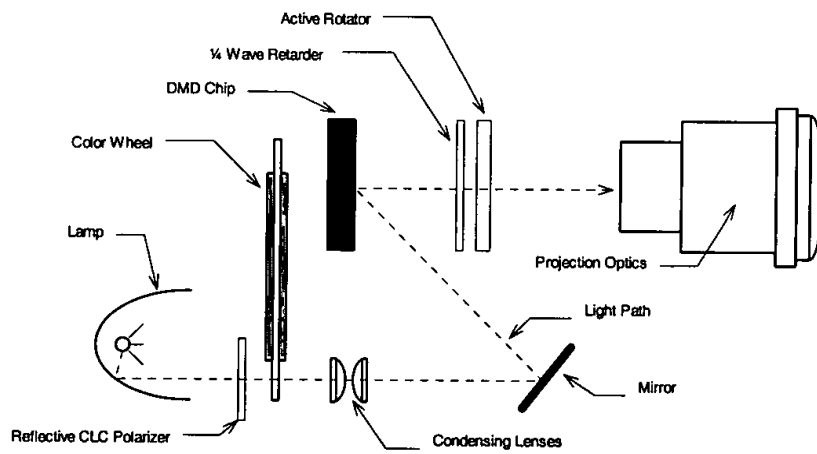


Figure 39

DMD Based Stereo 3D Projector, 3D Optical Configurations: C and O

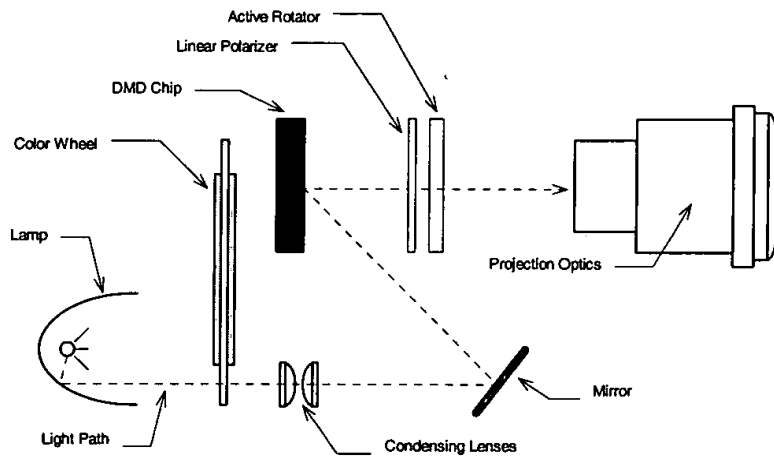


Figure 40

DMD Based Stereo 3D Projector, 3D Optical Configurations: D and P

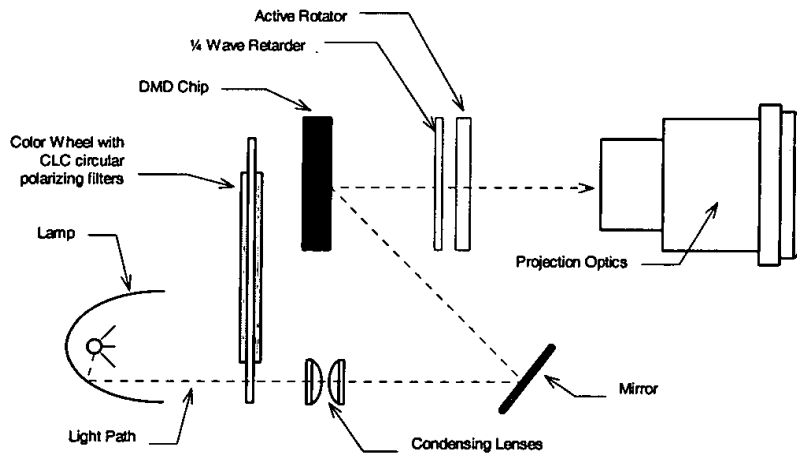


Figure 41

DMD Based Stereo 3D Projector, 3D Optical Configurations: E and Q

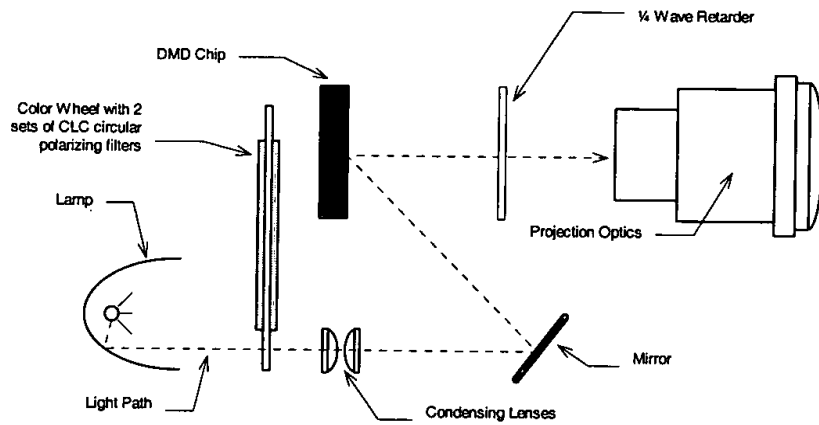


Figure 42

DMD Based Stereo 3D Projector, 3D Optical Configurations: F, G, J, L, R, T, and V

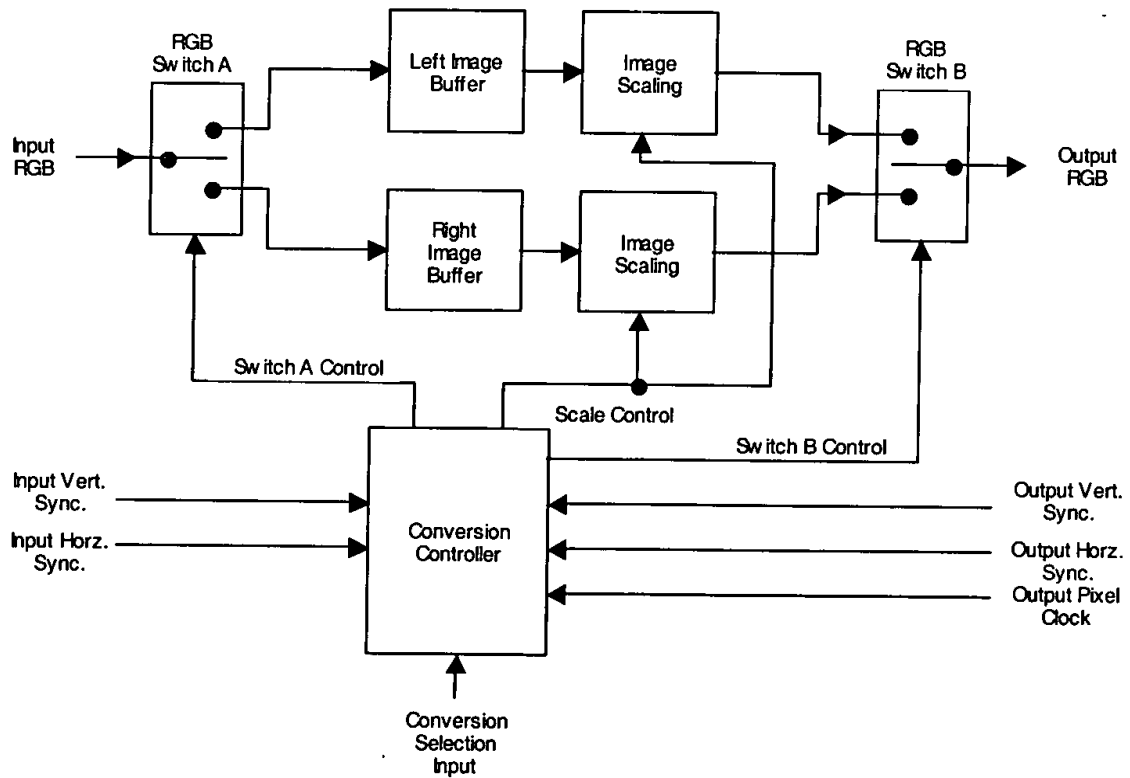


Figure 43

3D Data Formatter Block Diagram

209T20T065400T

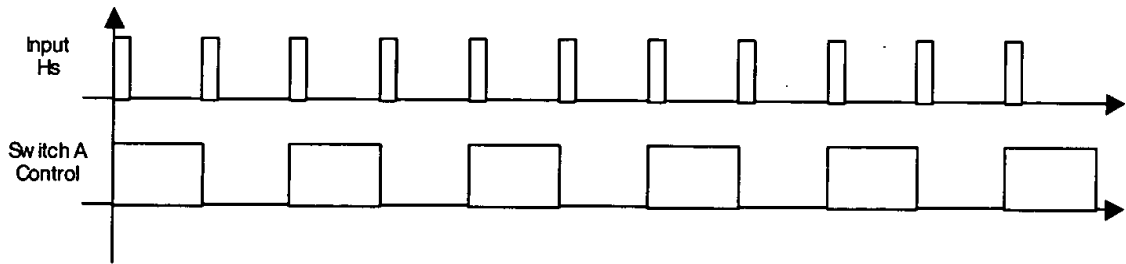


Figure 44

Switch A Control for Row-Interleaved RGB Input

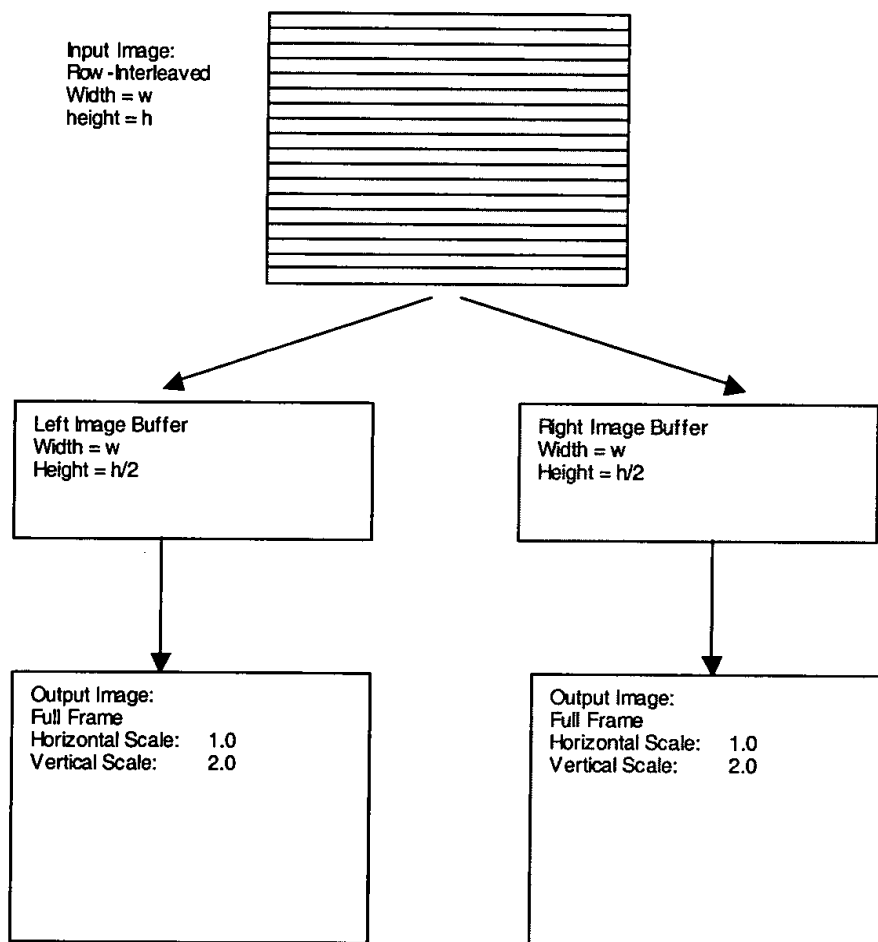


Figure 45

Output Scaling for Row-Interleaved 3D Format Input

10045901-071602

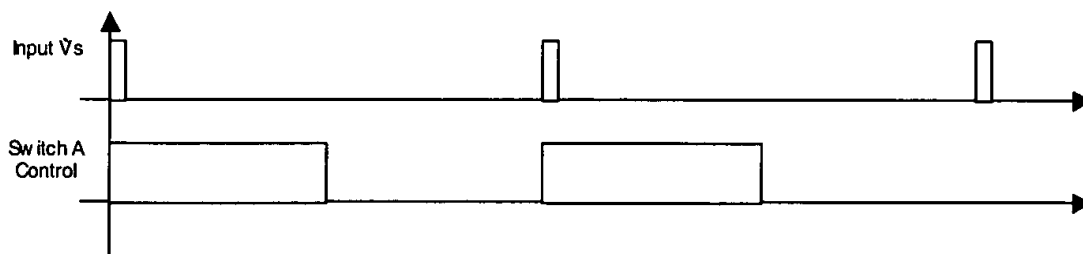


Figure 46

Switch A Control for "Over-Under" RGB 3D Format

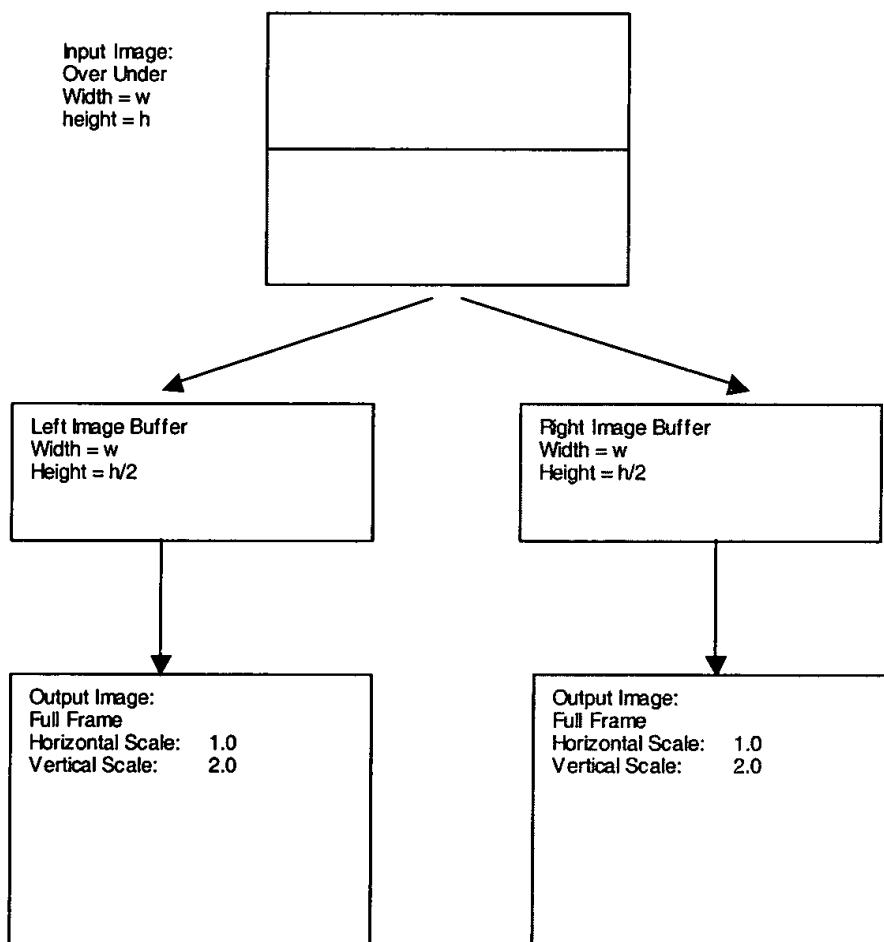


Figure 47

Output Scaling for Over-Under 3D Format Input

2021.07.16 10:04:59

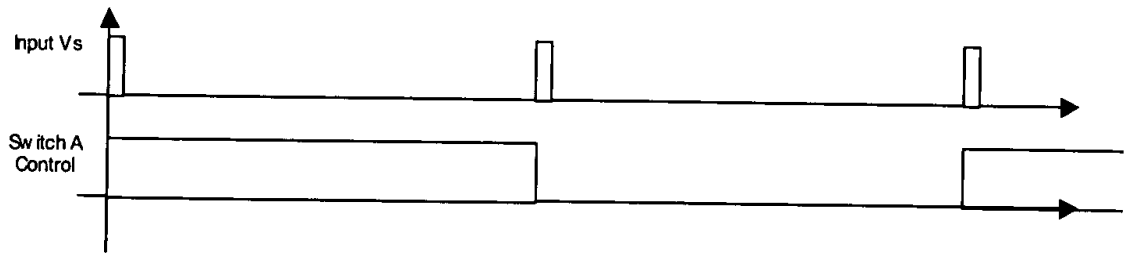


Figure 48

Switch A Control for "Page-Flipped" 3D Input

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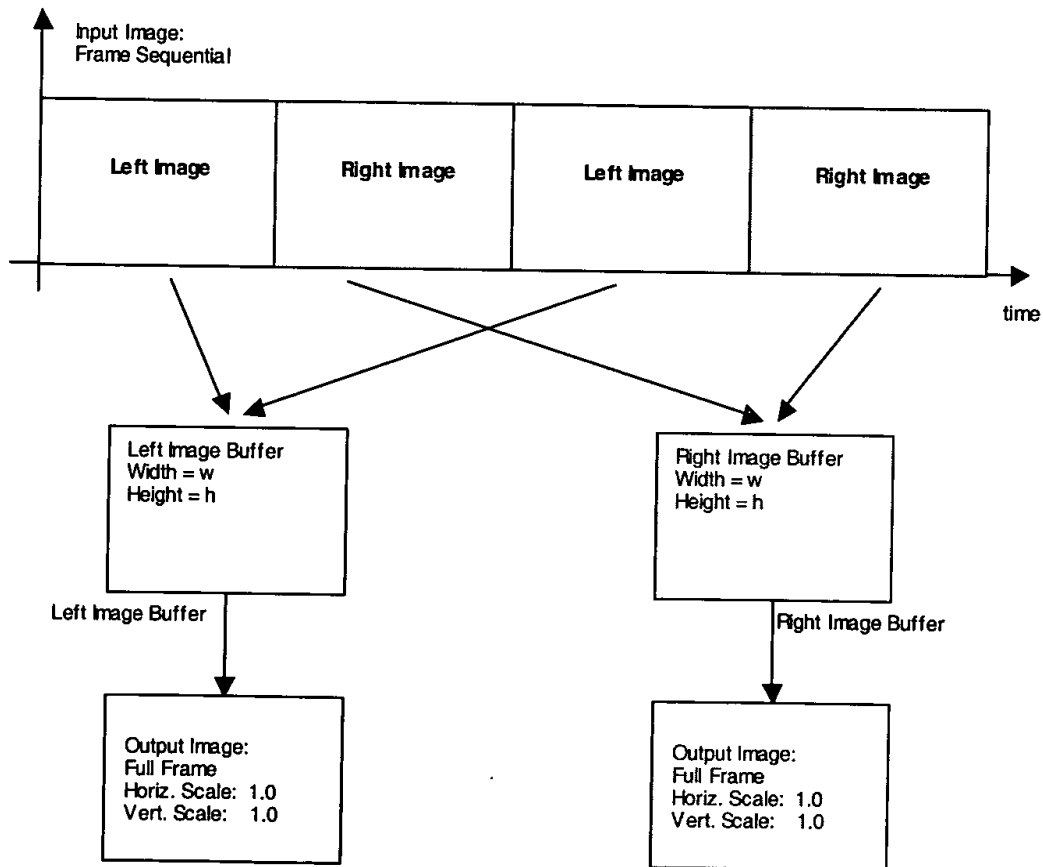


Figure 49

Output Scaling for "Page-Flipped" 3D Format Input

20045901.07.1602

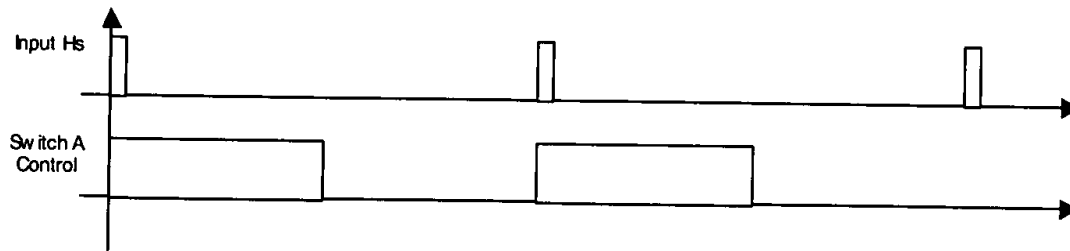


Figure 50

Switch A Control for "Side-by-Side" RGB 3D Input

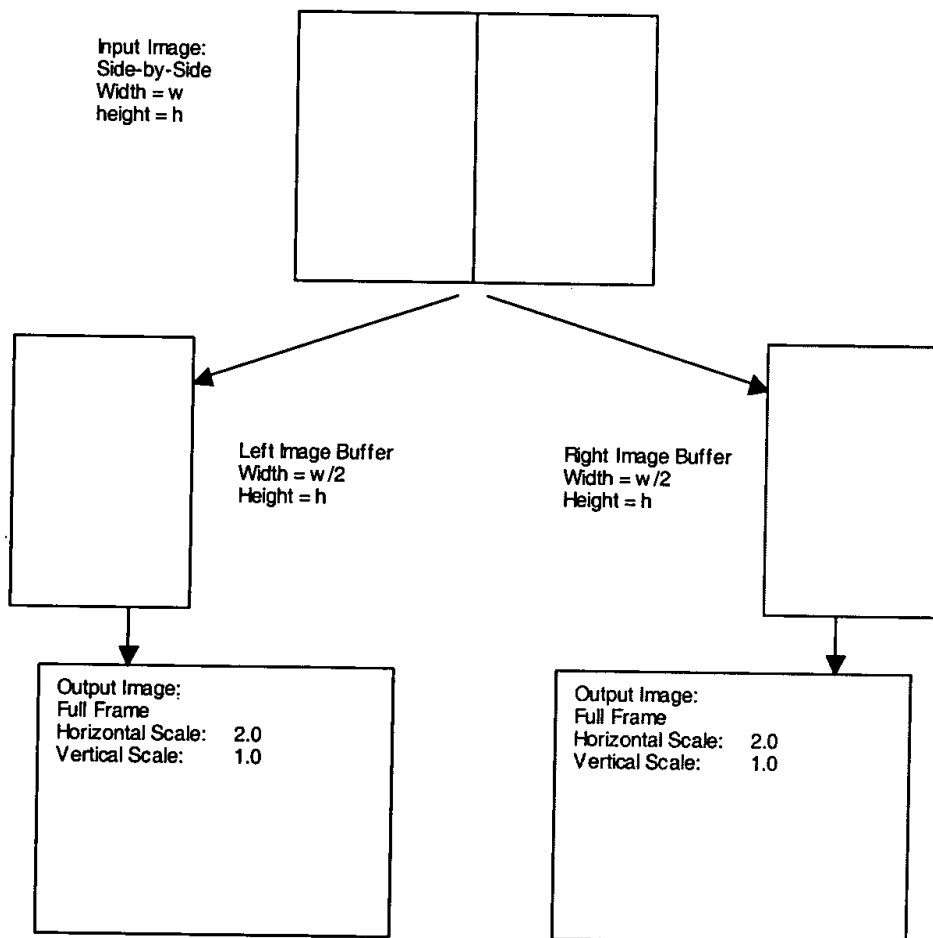


Figure 51

Output Image Scaling for Side-by-Side 3D Format Input

20917065001.071602

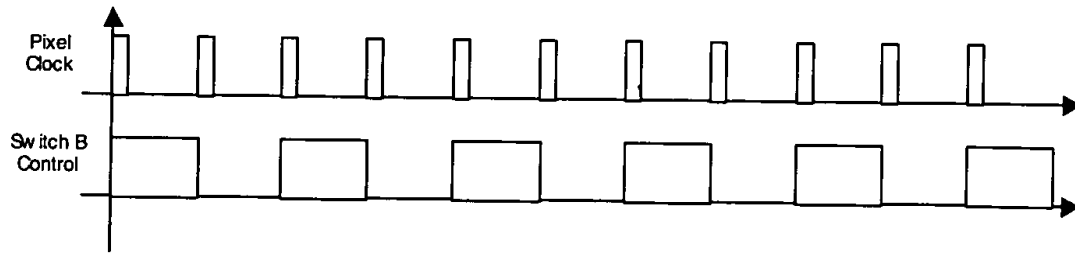


Figure 52

Switch B Control for 3D Data Formatter Block

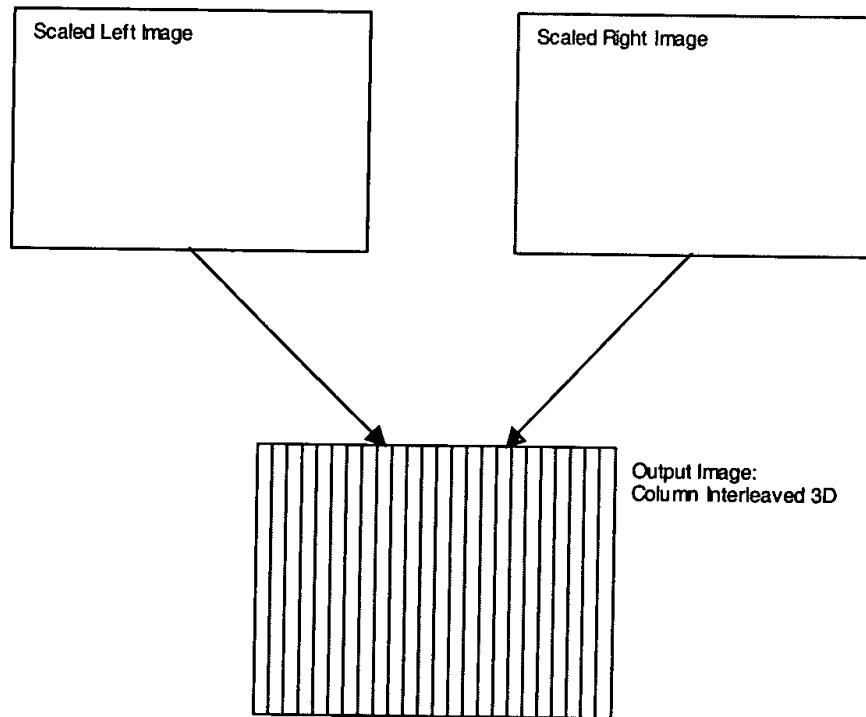


Figure 53

Graphical Illustration of 3D Data Formatter Output

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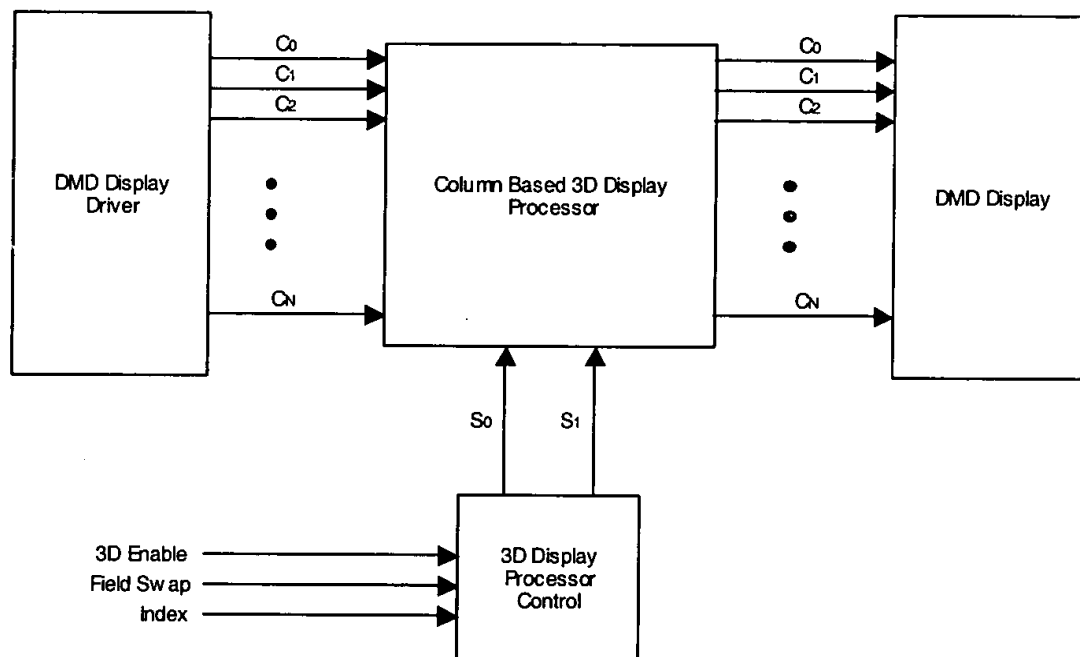


Figure 54

3D Display Formatter

209T07054001-071602

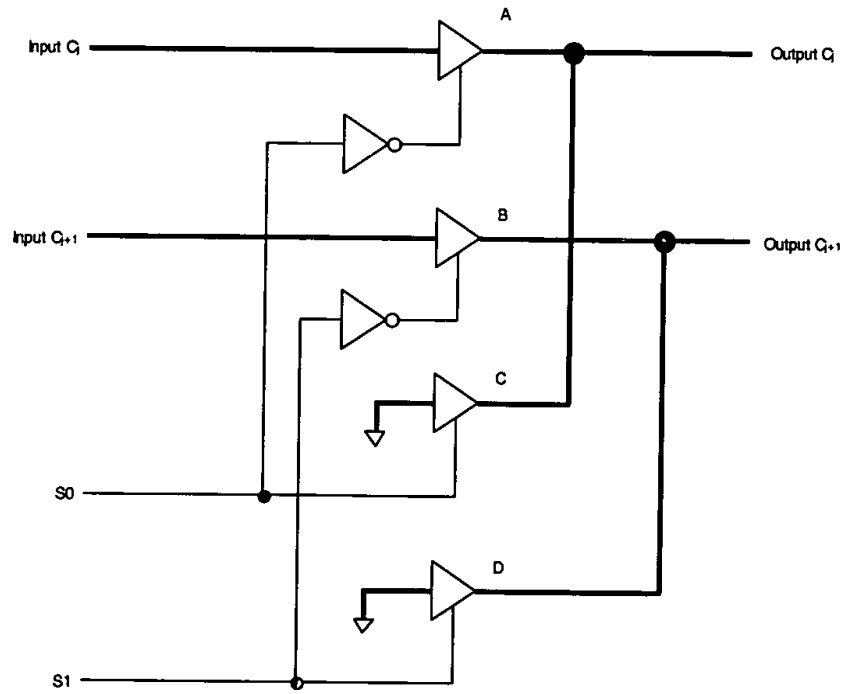


Figure 55

Block Diagram for 3D Display Processor Using Column Blanking Method

2024/07/16 10:05:40

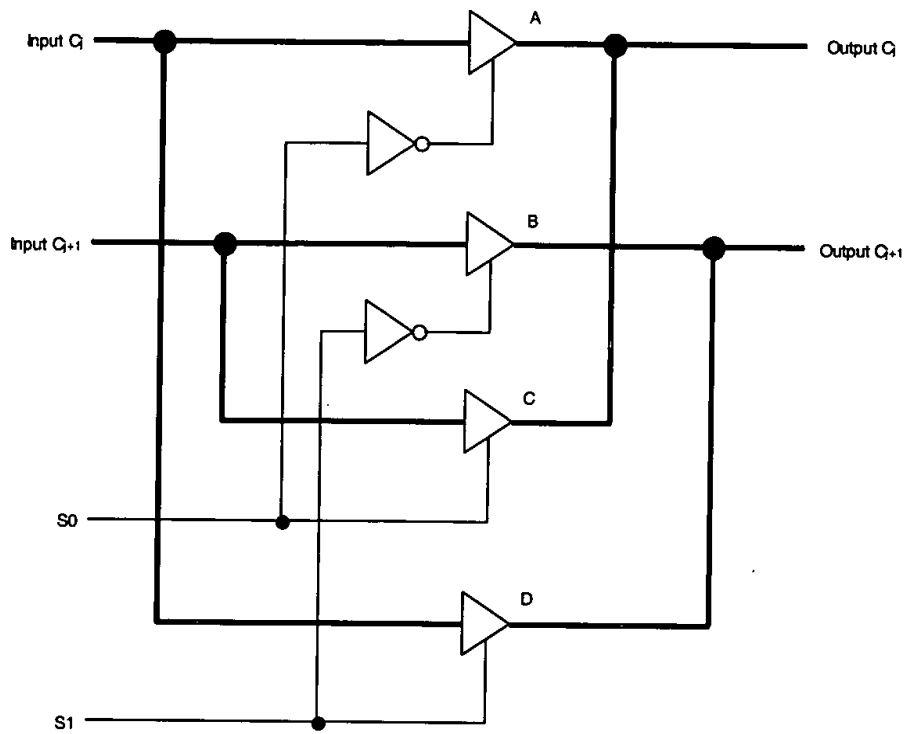


Figure 56

209T20" T06S400T

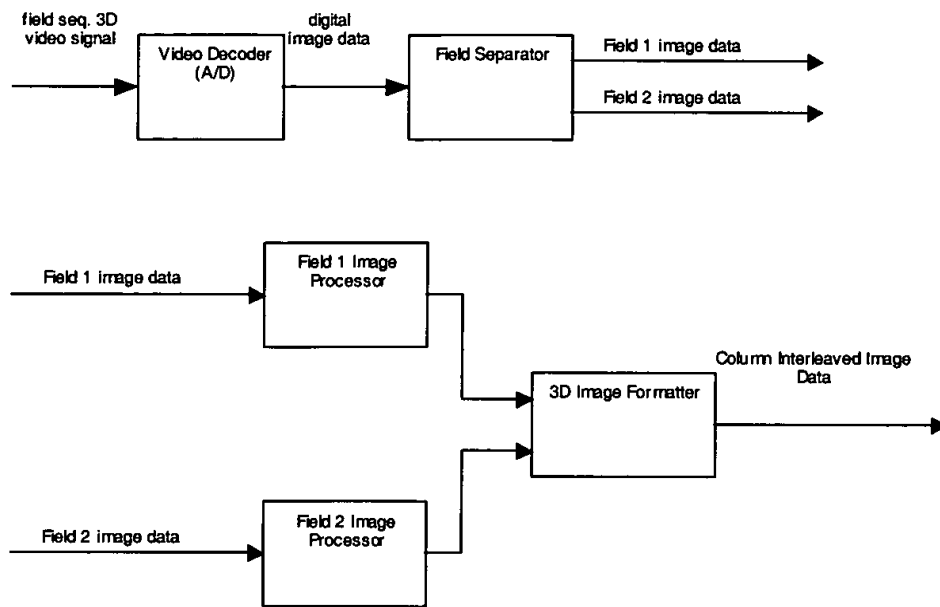


Figure 57

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